

STAR TREK® SHATTERED UNIVERSE



TDK

westlake

EmuMovies

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

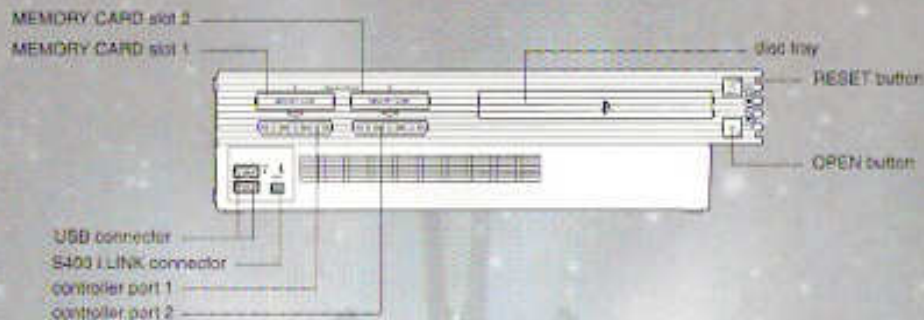
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Star Trek® disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(For PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(For PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(For PlayStation®2) containing previously saved games.

Auto Save

Every time you successfully complete a mission, Star Trek® Shattered Universe will display a message notifying you that your progress is being saved. While this message is on screen, DO NOT remove the memory card (8MB) (For PlayStation®2) or turn OFF your system.

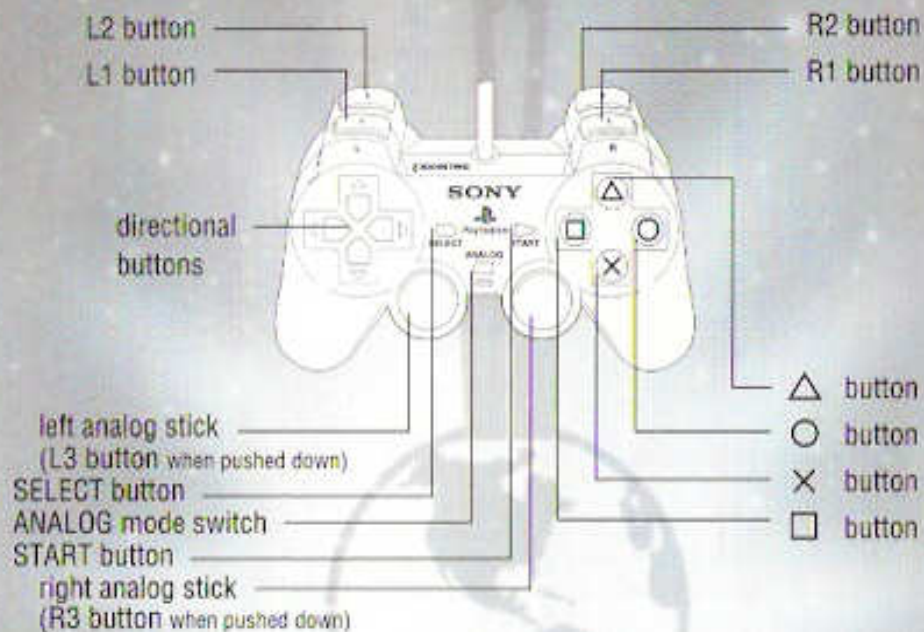
Manual Save

If the memory card (8MB) (For PlayStation®2) is removed or replaced, the game will disable the Auto Save Feature until a manual save has been performed. To perform a manual save, go to the Main Bridge menu, select the SAVE option and follow the prompts.

Note: This game was designed to be challenging. If while playing you find the game too difficult, try changing the difficulty setting to "easy".

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The description below relates to the default configuration for the DUALSHOCK®2 analog controller. The controller must be connected to controller port 1.

Left Analog Stick: Controls the Pitch and Yaw of your fighter. Push forward to pitch down, pull backward to pitch up, push left to yaw left and push right to yaw right.

R1 button: Roll right

L1 button: Roll left

R2 button: Forward thrust.

L2 button: Reverse thrust.

R3 button: On-demand cinematic camera view of player.

× button: Fire primary weapon.

□ button: Fire secondary weapon (bank 1).

○ button: Fire secondary weapon (bank 2).

△ button: Target object under targeting reticle. If none are available, then target closest object.

Directional Buttons: The directional buttons are used to target specific types of objects in the game.

- UP: Cycle to the next capital ship/navigation point target.
- DOWN: Cycle to the next enemy fighter target.
- LEFT/RIGHT: Cycle (previous/next) through all available targets.

Start button: Pause the game.
Select button: Toggle between 1st and 3rd person camera view.

INTRODUCTION

Captain Sulu and the entire crew of the USS Excelsior are accidentally transposed into a dangerous Mirror Universe. Now a hunted ship, running from a cold and ruthless Federation, they are the new crew of the notorious ISS Excelsior, and they must master her deadly complement of Fighter craft to battle Former Friends and Foes alike. Their only hope of escape lies at the end of a long and hazardous journey, a trek that will take them across a twisted and violent mirror version of their own universe. Once there, the Excelsior's crew will confront their ultimate Foes — their own evil counterparts.

INTERFACE

MAIN BRIDGE

From the bridge of the Excelsior you can choose to play the next available mission via the **PLAY** option. You can also save your progress via the **SAVE** menu or load a previously saved game via the **LOAD** menu. Access to the game options is via the **OPTIONS** menu. Use the directional buttons to cycle between the available choices and press the **X** button to select.



STAR MAP



The Star Map shows your current progress on your journey toward the Janus Ultima Vortex. Pressing left or right will select the previous or next open mission destination where, after a short pause, Captain Sulu will brief you on the currently selected mission. Pressing the **X** button will advance you to the Fighter Selection menu. The green icons on the Star Map represent missions that are currently available to the player, while the red icons represent missions that have yet to be opened. The color bar at the top shows the highest difficulty level with which you've completed each of the missions (a blank box indicates that the mission has yet to be completed). The legend on the right side indicates whether you've completed the currently selected mission in all the available difficulty levels (a checkmark in the box indicates a completed mission at that difficulty level). You can return to the bridge menu by pressing the **X** button.

LOAD

From this menu, you can load previously saved games from a memory card (8MB) (For PlayStation®2) inserted in MEMORY CARD slot 1. A total of eight distinct games can be saved on a single memory card (8MB) (For PlayStation®2). Cycle through the eight files using the left and right directional buttons to select the game you want to load. If a file contains a saved game, then information such as the next mission, date when saved, available ships, current rank and earned medals, will be displayed. Upon a successful load, the Auto Save Feature will be activated and will automatically save your progress to the same file after the successful completion of any mission.

SAVE

From this menu, you can save your progress to a memory card (8MB) (For PlayStation®2) inserted in MEMORY CARD slot 1. A total of eight distinct games can be saved on a single memory card (8MB) (For PlayStation®2). Cycle through the eight files using the left and right directional buttons to select the file that will be used to save the current game. Upon a successful save, the Auto Save Feature will be activated and will automatically save your progress to the same file after a successful completion of any mission.

OPTIONS

The options menu allows you to modify the default settings of Star Trek® Shattered Universe to your preference.

Set Difficulty Level

You can change the game's difficulty level at any point using this menu. Select from the three available choices: Easy, Normal and Hard. Press the ⊗ button to exit and accept the new settings, or press the ⊕ button to exit and discard the changes.

Audio Settings

Use the left and right directional buttons to cycle through the three volume channels and use the up and down directional buttons to alter the volume setting. You can also select between Stereo or Mono output by pressing the ⊙ button.

- **Music Volume:** Adjust the volume of the music that plays during the game, the menus and movies.
- **Speech Volume:** Adjust the volume of the speech you hear throughout the game.
- **Sound Effects Volume:** Adjust the volume of the sound effects in the game.

Press the ⊗ button to exit and accept the new settings, or press the ⊕ button to exit and discard the changes.

Controller Configuration

Select from one of three different controller layouts, using the left and right directional buttons to cycle through the choices. You can also enable or disable the controller vibration function via the ⊙ button. When vibration is ON, the controller will vibrate in response to game events. Press the ⊗ button to exit and accept the new settings, or press the ⊕ button to exit and discard the changes.

View Starfleet Career

You can view your current rank and any medals that you may have earned during play.

View Movies

You can play back all movies that you have viewed so far (movies are unlocked as you progress through the game).

Ship Viewer

You can take a close look at all the fighters and capital ships in the game from this menu. Cycle through the ships using the left and right directional buttons and while viewing a ship, you can adjust its orientation by using the right analog stick.

Exit Game

You can end the current game and exit to the startup menu. Make sure your progress has been saved before exiting!

Credits

This is a (long) list of all the folks that have worked on Star Trek® Shattered Universe. Sit through it once; it'll make us feel better!



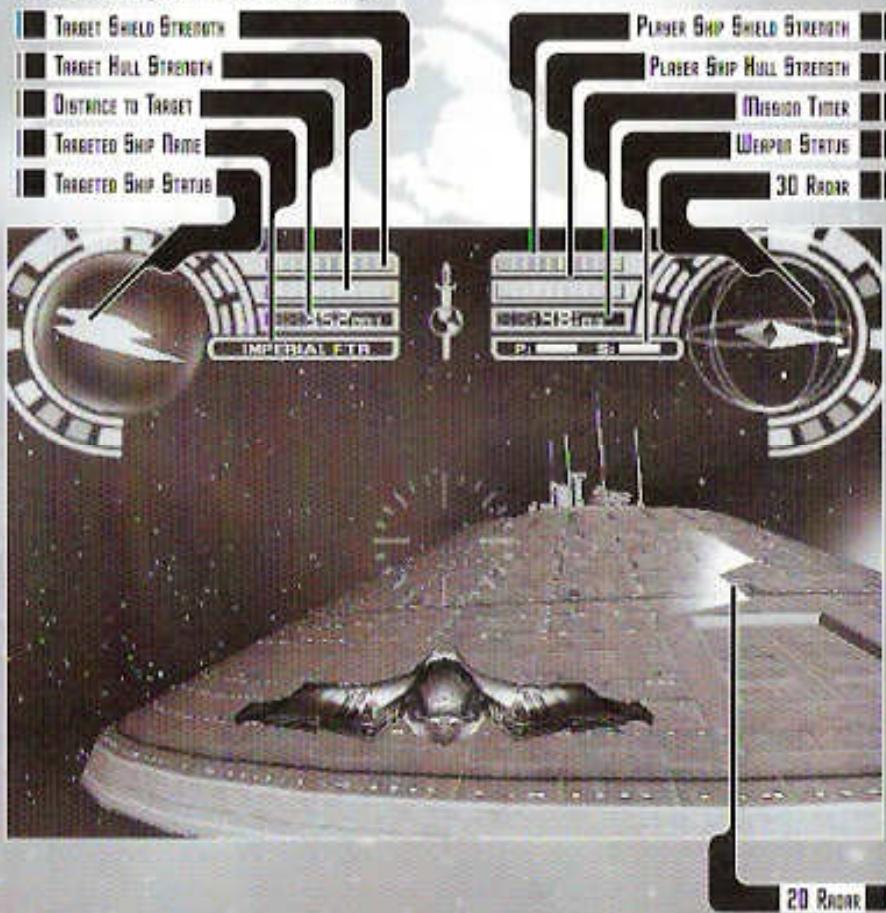
FIGHTER SELECTION

Pressing left or right on the directional buttons will cycle through the currently available fighters. There are a total of six user controlled fighters with each fighter having up to three different configurations (the fighters and their configurations are unlocked as you progress in the game). If available, the ⊙ button can be used to select between different configurations of the currently selected fighter. Pressing the ⊗ button will confirm your current selection and launch the mission. You can return to the Star Map by pressing the ⊕ button.

PLAYING THE GAME

Upon launching, you will be free to fly around and explore, but be careful as the Mirror Universe is a dangerous place. Pay close attention to the commands that come through the Heads-Up-Display (HUD) as well as your objectives for this mission (shown during the loading sequence and accessed through the Pause menu) to know what to do next! Controlling a ship in space can sometimes be a disorienting task, that's why it's important to pay attention to the radar and the various other visual aids available through the HUD.

THE HUD (HEADS UP DISPLAY)



THE HUD (HEADS-UP-DISPLAY)

The HUD at the top of the screen shows the status of both your ship and the ship you have targeted. It also provides a radar scope, a mission timer, and can transform into a communications receiver. Although the HUD design is specific to the Fighter's planet of origin, the position of the all the instruments remains the same.

Communication Center (Center HUD)

When you receive orders or advisories from the Excelsior, the HUD will briefly transform and display a message box.

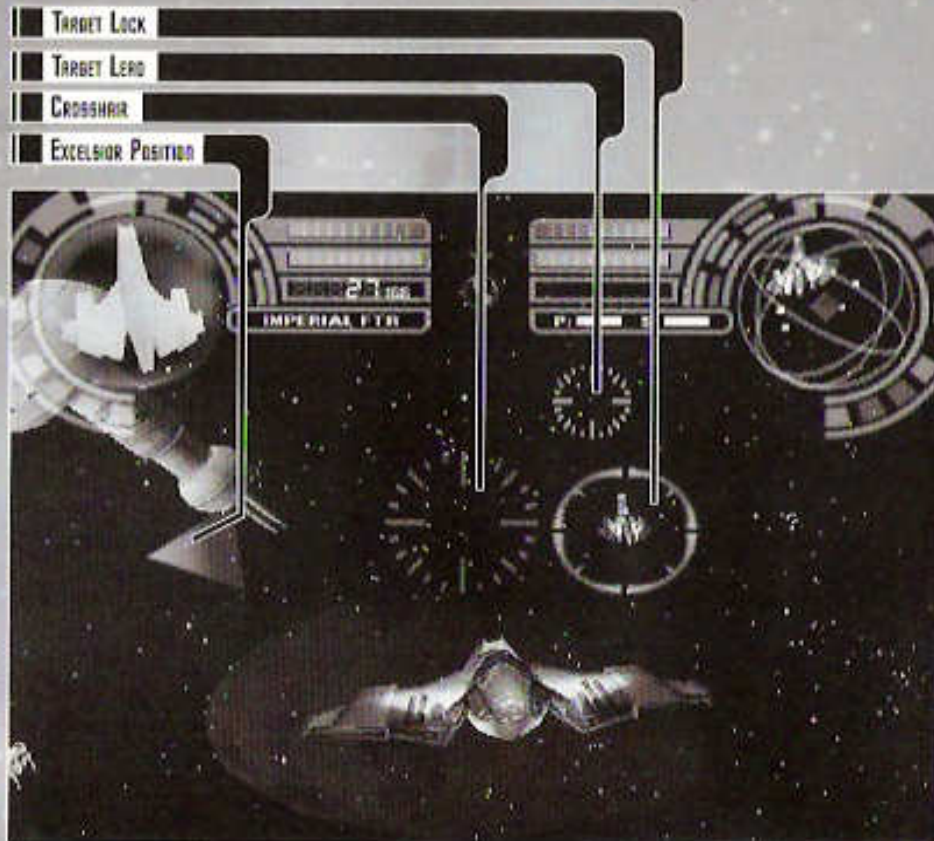
Targeted Ship (Left HUD)

The left side of the HUD is designed to give you all the necessary information about the currently targeted ship. An icon representing the type of ship that is targeted displays the actual orientation of the targeted ship. A color coded "radar sweep" surrounding the ship icon indicates if the target is Friend (green) or Foe (red). A blue sphere also surrounds the icon representing the target's shield, which fades as the target's shield is damaged. Once the shield is down and the hull is taking damage, the target icon will gradually turn from green to red. Damage to the target's shields and hull are also indicated by two bar graphs immediately to the right. Beneath those bar graphs is a digital readout of the target's distance, and beneath that is the target's name.

Radar (Right HUD)

The right side of the HUD is designed to inform you about the status of your ship. The two bar graphs indicate your ship's shield and hull strength. Beneath them is the mission timer. Beneath the timer is an indicator that shows the power level of your weapons. On the far right is the ship's 3D spherical radar. When targeting a friendly vessel the radar outline will be green, and when targeting enemy vessels the radar outline will be red. The radar compass needle points to the current target. Targets in front of you are represented by green radar "blips." Targets behind you are represented by blue radar "blips."

Reticles



Target Lock: While on screen, the targeted ship is marked by an indicator surrounding the ship. When the target leaves the screen, the indicator becomes an arrow (red for enemy, green for friendly), indicating the quickest turning direction that will reacquire the target. Homing weapons — such as the Bird of Prey's multi-warhead torpedo — will only "home" when fired at a locked target that is on-screen.

Crosshair: Each fighter has a specific "crosshair" indicator to show where a "dumb" weapon will go when fired.

Target Lead: When an enemy fighter is targeted, a target lead indicator is displayed. By learning to fire when the target lead indicator is in the crosshair, instead of simply aiming at the current target's position, you will increase your shooting accuracy.

Excelsior Position: Since the position of the Excelsior is critical to the player in most of the missions, a dedicated targeting arrow (blue) will point in its direction when off screen.

Displays



Crisis Timer: When a capital ship is about to breach, the crisis timer will be displayed to alert you. You must move to a safe distance otherwise your ship might be caught in the breach and explode.



Gravity Well: When your ship approaches an object with a significant gravitational field, a diagram of its gravity well appears, indicating that your ship is in danger of being pulled in by a planet, star or black hole. The gravity well will deepen as you continue to approach the gravity source. Be cautious, since getting too close will mean the destruction of your ship.

Pause Menu

At any point during the mission, you can press the **START** button to display the Pause Menu. In addition to stopping the game, this menu provides important information about the current state of your mission, including the mission briefing, the status of the objectives and the communications. Objectives can have one of three states: **OPEN**, meaning that objective has yet to be completed; **DONE**, meaning the objective was successfully completed; and **FAIL**, meaning the objective was failed. The mission communications panel will show you all the critical messages that your fighter has received from the start of the mission, while the briefing panel will contain the text of Captain Sulu's mission briefing. You can also choose to abort the current mission from this menu.

Mission Debriefing

After completing a mission, an end-of-mission statistics screen is displayed showing which mission objectives were completed (or not completed), as well as a host of statistics about your performance, including number of enemy kills, friendly ships lost and your weapons accuracy for the mission.

Depending on the mission and outcome, you may be awarded a new ship, get an upgrade for an existing ship, move up in rank or receive a medal.

FIGHTERS

Below is a list of the fighters that you'll get to fly at break-neck speed in the game. Each fighter has its unique properties and each fighter has up to three different configurations (weapon load-out, hull strength, shield strength and speed). Only the Imperial "Wrath" is available at the start of the game.

IMPERIAL "WRAITH"



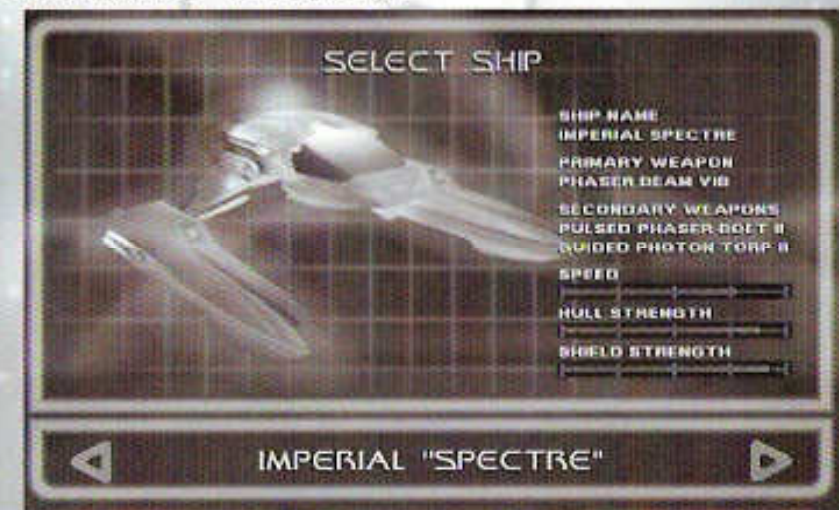
Phaser Bolts: Type I, II & III Max Speed: 236 Kps
 Photon Torpedoes: Type I & II Max Shield Capacity: 8600 F
 Phaser Beams: Type VIIa, VIIb & VIIc Max Hull Integrity: 7560 kPa

IMPERIAL "PHANTOM"



Phaser Bolts: Type III Max Speed: 220 Kps
 Type II & III-Pulsed Max Shield Capacity: 9680 F
 Photon Torpedoes: Type I Max Hull Integrity: 9504 kPa
 Type II & III-MIRV
 Phaser Beams: Type VIIa, VIIc & VIIb

IMPERIAL "SPECTRE"



Phaser Bolts: Type I Max Speed: 217 Kps
 Type I & II-Pulsed Max Shield Capacity: 9040 F
 Photon Torpedoes: Type I Max Hull Integrity: 8480 kPa
 Type II-Guided
 Phaser Beams: Type VIIa & VIIb

KLINGON "BIRD OF PREY" (taj class)



Disruptor Bolts: Type I & II Max Speed: 240 Kps
 Type II-Pulsed Max Shield Capacity: 9504 F
 Plasma Canon: Type I & II Max Hull Integrity: 9240 kPa
 Photon Torpedoes: Type I,II-Guided
 Type II-MIRV

ORION "CORSAIR"



Phaser Bolts: K-Meson Bolt,
K-Meson Pulsed
Pi-Meson Pulsed

Torpedoes: Kaon, Pion, Pion Guided
Phaser Beams: K-Meson beam Ia, Ib & Iia

Max Speed: 212 Kps
Max Shield Capacity: 9280 F
Max Hull Integrity: 8320 kPa

ROMULAN "SHRIKE"



Plasma Torpedo: Type I-Guided
Type II-MIRV

Disruptor Beam: Type Ia
Disruptor Bolt: Type I, Type I & II-Pulsed

Cloaking Device: Type I, II & III
Max Speed: 225 Kps
Max Shield Capacity: 9200 F
Max Hull Integrity: 8160 kPa

WEAPON SYSTEMS

PHASER BOLT Type I & II

Weapon Type: Pulsed Phase Energy Bolt (Pure Energy Weapon)
Weapon System: Phaser Cannon Mark III
Effective Power: 4×10^8 joules / bolt
Variants: Power vs. Recharge time

PHASER BEAM Type Via, Vlb & Vila

Weapon Type: Phased Energy Beam (Pure Energy Weapon)
Weapon System: F/27 Focused Phaser Projector
Effective Power: From $7-8 \times 10^{10}$ joules / second
Variants: Range vs. Power

PLASMA CANNON Type I & II

Weapon Type: Projected, High-Energy, Ionized Gas (Matter Weapon)
Weapon System: Phalanx 7 Tokamak Fusion Spike (Line of sight)
Effective Power: 8.5×10^8 joules (power falls off at range)
Variants: Scalable to capital, space stations & planetoids sized platforms

PHOTON TORPEDO Type I, II Guided & II-MIRV (Multiple Independant Reaction Vessels)

Weapon Type: Matter/Anti-Matter Warhead (Annihilation Energy Weapon)
Weapon System: Mark VII Torpedo
Effective Power: 5×10^{10} joules at average blast radius
Variants: Unguided, Plasma-Seeking and/or Multi-Warhead designs

PLASMA TORPEDO Type I & Type II Guided

Weapon Type: Plasma Warhead (Nuclear Matter/Energy Conversion Weapon)
Weapon System: Phalanx 3 warhead delivered by Thraex XIII torpedo
Effective Power: 1.8×10^8 joules at average blast radius
Variants: Power vs. Speed – Precognitive Guidance

DISRUPTOR BEAM Type Ia

Weapon Type: Higgs Field Disruptor Beam (Nuclear Force Interference Weapon)
Weapon System: El'Hurg Model 12 Parabolic Disruption Projector
Effective Power: Energy liberated is a function of the target mass
Variants: Focused & unfocused

DISRUPTOR BOLT Type I, II & II – pulsed

Weapon Type: Higgs Boson Quantum Charge (Nuclear Force Interference Weapon)
Weapon System: KorLoth Model MK Disruptor Cannon
Effective Power: Energy liberated is a function of the target mass
Variants: Charge size vs. Recharge rate

CLOAKING DEVICE Type I, II & III

Weapon Type: Selective Electro-Magnetic Field Distortion/Shaping
Weapon System: Serpedon Cloaking Projector (standard)
Effective Power: None, Consumes 3×10^7 joules / second on average
Variants: Cloak time varies with available power

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Attn: Product Support

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